ABSTRACT OF THE DISCLOSURE

A method is disclosed for squeezing an input hue, H_{in}, toward a region of preferred hue, H_{pref}, having a preferred chroma, C_{pref}, and luminance, L_{pref}, to restrict the rotation effect to a point in LCH space rather than an entire hue slice. This method involves defining a chroma weight as: $C_{weight} = $ Gaussian(C_{pref}, C_{sigma}); defining a luminance weight as: $L_{weight} = $ Gaussian(L_{pref}, L_{sigma}); defining a hue weight as: $H_{weight} = $ Gaussian(H_{pref}, H_{sigma}); defining an amount of hue adjustment as: $H_{Adjust} = \Delta H^*(H_{weight}{}^*C_{weight}{}^*L_{weight})$; and finally, generating an output hue by applying hue adjustment to hue input such that: $H_{out} = H_{in} - H_{Adjust}$.